

>BOB...

>
>HERE IS THE GRAPHICS ASSEMBLER WE TALKED ABOUT

>LINES 990 TO 1010 CONTAIN THE PRINTER DUMP.

>
>FIRST SELECT WHICH GRAPHIC FUNCTION YOU WISH TO USE
>FROM THE MENU (1, 2, 3 OR 4).

>>(ANY NEGATIVE NUMBER WILL THROW IT INTO THE PRINTER DUMP PORTION OF
>THE PROGRAM (LINE 105))

>
>CIRCLE...

>SELECT SCREEN MODE (1 TO 7). *SEE (A) KNOB (KN) SELECTS SIZE OF CIRCLE (WHEN DISPLAYED)*

>BOX ...

>SELECT SIZE OF BOX, THEN SCREEN MODE.

>JX INCREASES OR DECREASES BOX SIZE BY 10

>JY " " " " " " 1 *SEE (A)*

>
>LINE... *SEE (A)*

>SELECT SCREEN MODE. MOVE THE 1 BY 1 PIXEL TO THE ENDING POINT OF THE LINE. THE
TRIGGER WILL FREEZE THE LINE WHEN YOU GET IT WHERE YOU WANT IT.

>ALPHABET...

>SELECT FONT SIZE WITH JY

>SELECT DESIRED CHARACTER WITH JY *SEE (A)*

>
>ALL FUNCTIONS MAY BE MOVED ABOUT THE SCREEN WITH THE JOY STICK. WHEN THE GRAPHIC
IS WHERE YOU WANT IT PULL THE TRIGGER

>YOU MAY REJECT THE NOW DISPLAYED GRAPHIC BY PULLING THE JOYSTICK TOWARDS YOU,
>(JY-1), OR KEEP IT PERMANENTLY BY USING THE TRIGGER.

>
>TO WIPE OUT ALL GRAPHICS AND START ANEW USE "HALT", THEN "RUN"

>
>AFTER HALTING THE PROGRAM USE "GOTO 110" TO SAVE AND CALL BACK THE CURRENT
>GRAPHICS.